Dwelf (3.5e Race)

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Dwelves

As the offspring of an elf and a dwarf, the dwelf is a misbegotten creature. Like a half-orc, They are met with disdain from both their bloodlines, and is usually doomed to a life of maladjustment.

Personality

As with all of a dwelf's attributes, a dwelf's personality is mostly determined by which society they leans toward; though many dwelves live on the razor's edge between their two opposing heritages, it is very rare that a dwelf is not biased to some degree towards one or the other. A more elven dwelf will tend towards its elven parent's demeanor, and vice versa.

Physical Description

A dwelf is stout, pointy-eared, and, because of the racial divide between gruffness and gracefulness, the general effect is awkward and confused.

The dwelf's skin, hair, and eyes can be any color that an elf's or dwarf's could be, depending on the features of their parents. Their clothes are very practical; depending on how close they were to their parents' respective societies, they may wear colorful clothes, plain earth tones, or a mixture of both.

Relations

The dwelf rarely gets along with most other races. They are shunned by elves and dwarves, and usually retains their dwarven enmity with orcs and goblinoids.

Alignment

Although they may be influenced towards the lawfulness of the dwarves or the chaotic nature of the elves, they are usually so conflicted by their two bloodlines that they become true neutral.

Lands

A dwelf can get by anywhere that an elf or dwarf can, though in areas where their parents would have been comfortable, they can find themselves having difficulty.

There is a legend of a society of dwelves, where elves and dwarves once intermarried and live in harmony, and where the bloodlines have intermingled so completely that every native is a blend of dwarf and elf. However, no verifiable record of this city has ever been found, so this is almost certainly a wishful fabrication.

Religion

As one of its parents, usually. A dwelf may abandon religion out of uncertainty for which deity to follow.

Language

Dwelves do not have their own language. The mythical dwelven society is rumored to have a private gullah language which mixes the two, but no dwelven words have ever been recorded, and if the language existed, the blend of graceful vowel clusters and gutteral consonant sounds would be too awkward to communicate effectively--though it would probably sound hilarious.

Names

Because dwelves do not have a language, there is no such thing as a "dwelven name" in itself. Most dwelves have one elven name and one dwarven name, depending on which race the father was; for example, Seladoro Facebreaker.

Racial Traits

- +2 Dexterity, +2 Constitution, -4 Charisma: A dwelf inherits the deft hands of its elven parent and the stoutness of its dwarven parent, but the awkwardness of their features makes them difficult to like.
- Humanoid (Dwarf, Elf)
- Medium

- Dwelf base land speed is 25 feet. However, dwelves can move at this speed even when wearing medium armor or when carrying a medium load (unlike other creatures, whose speed is reduced in such situations). When carrying a heavy load or wearing heavy armor, the penalty is reduced by half.
- +2 to saving throws against poison and sleep spells, as well as spells and spell-like effects
- Stonecunning: This ability grants a dwelf a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (but not when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. A dwelf who merely comes within 20 feet of unusual stonework can make a Search check as if they were actively searching, and a dwelf can use the Search skill to find stonework traps as a rogue can. Also, they retains a weakened version of the dwarven underground instincts; a dwelf gains a +2 to Survival checks underground.
- Stability: A dwelf gains a +2 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Low-light Vision: A dwelf can see roughly one-and-a-half times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They mostly retains the ability to distinguish color and rough detail under these conditions.
- Darkvision: Dwelves can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise pretty much like normal sight, and dwelves can mostly function with no light at all.
- Weapon Proficiency: Dwelves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Weapon Familiarity: Dvelves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- *Automatic Languages*: Common, Dwarven, and Elven. *Bonus Languages*:Draconic, Giant, Gnoll, Gnome, Goblin, Orc, Sylvan, Terran, and Undercommon.
- Favored Class: Any.

Vital Statistics

Table: Dwelf Random Starting Ages

Adulthood	Simple	Moderate	Complex
80 years	+3d8	+6d8	+9d8

Table: Aging Effects

Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
150 years	225 years	300 years	(1d6)d% years
1. At middle age, −1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			

2. At old age, −2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3. At venerable age, −3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Table: Dwelf Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4'2"	1d12	110 lb.	× 1d10 lb.
Female	4'0"	1d12	90 lb.	× 1d10 lb.

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